

**KID'S # 2**

**Santa Cruz Educational Software**

**PRESENTS**

**KIDS PROGRAMS #2**

by

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(c) 1981 by S.C.E.D.

Three computer programs for only 15 bucks! And a \$5 disk too. Yep, we like to make our customers happy. We buy programs, just as you do, and hate to get cheated by expensive junk. Besides, these are somewhat simple programs. During any of these games disk users may press RESET to get back to the menu. This is especially great for young children since the programs will still run if RESET is accidentally pressed. Here's what KID'S #2 offers:

**\*\*\* SCRAMBLE \*\*\***

First we start out with a nice "Scrabble" type of game called SCRAMBLE. Scramble is a word puzzle based on the computers randomly generating letters for you to move around on the screen. You try to use up all the letters while getting more points than your opponent. The computer scores different amounts of points depending on the difficulty of the letter. You will see the value of each letter appear as you move the cursor on top of the letter.

All scores are shown at the bottom of the screen. To get a current update of the scoring, just press the START button. The score is given as the number of words each player has made, and the total point value of all of the letters used.

The hard part of this game is that the players must agree if the words are valid. This allows you to play in any language you wish.

Parents will love the educational value of your children practicing their spelling. We do, however, suggest a dictionary is kept nearby for the arguments that will develop.



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If a player needs a letter not on the screen, they can press the red joystick button while they are still in their HOME position. The more letters that you place on the screen in attempting to get the one you need, the more letters you will have to use up to finish the game. When we play SCRAMBLE, we usually just play until a certain time, then check the scores. Gene, who wrote this program for his kids, always seems to win. I think he has some tricks built into the program, so if you find a special key or button to press, let me know.

You may move both the inverse video letters and the "normal" ones, but only the inverse letters will count towards your score.

The playfield will take on the players color and the border flash with a chosen letters' color during your move. This should help keep things straight as to whose turn it is.

The best part of this game is how easily you can customize it. For example, why not play only allowing verbs, nouns, names of famous people, code words, or any type of words that you find funny. They can be as childish or Adult as YOU want. Have fun.

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## — TOUCH —

In the description of the above program we mentioned that you could play the game as an Adult party game if you wished. This is even more true for this game. We made the program easy for you to change the names of the body parts that must be "touched" together. You could change the program to allow the touching of other things like parts of some toys, or perhaps certain colors of clothing. Imagine the fun when a bunch of people try to bend all over each other to touch together their Green Socks!

One extra player should stay out of each game and press the start button when contact has been made. This person acts as the Judge, but gets into the next round. A round is over when the next to the last person can't touch the required object in 20 seconds. The game is over when you stop laughing.



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### - SPELLING BEE -

This is a simple spelling list flash card program. Parents or students can input their weeks spelling words 10 at a time. The flashes will get longer if you misspell the words. Scoring occurs after all ten.

There you have them. You decide. Were they a good value? If you think so we have many other programs for sale..... If not, GENE's in BIG trouble !

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This program has three games on the tape or disk. They will run with 16k of memory for tape systems, and 24k of RAM for disk systems. The programs are:

Spelling Bee - Allows you to input your childrens spelling words. It then flashes the words and waits for the child to type the word in correctly. If mistakes occur, the word is flashed for longer and longer times. A final score is given.

Scramble - A scrabble type game where two players have to make up words out of the random letters on the screen. The computer will keep score based on the value of each letter used. You can request more letters on the screen when needed.

Touch - Kids have a lot of fun trying to touch their arms, legs, etc. to each other. A tangle of fun for everyone!

Together these make a nice package for those just starting out their collection of programs for the ATARI.

